

Adeptus Mechanicus Titan Legions v1.1

0.0 - Introduction

This list is intended to cover a Titan Legion of the Adeptus Mechanicus Collegia Titanica, also called the Adeptus Titanicus. More background will be given at a later date.

This is not a Titan only list. The Military Orders of the Collegia Titanica had troops and support for their Titans. In this list, we have attempted to make the Titans the main focus while still offering some options for other Adeptus Mechanicus formations and their traditional allies to play a role in the overall army list.

We have selected the Legio Victorum as our Legio, but feel free to paint up your titans in any colours that fit your army. We just want you to have a good time. If you would like to know more about the Legio Victorum please go to this GW site...

<http://www.armageddon3.com/English/Campaign/Troops/victorium.html>

Please note that as this list is designed for Grand Tournament games, and 0-1 limits present in the list are 0-1 per 5,000 points or part thereof.

1.0 – Using the Army List

Titan Legion formations come in two types – *core* and *support*. Each *core* choice you include in the army list allows you to take two *support* formations. In addition to this restriction, a Titan Legion army list must have **at least** 50% of their points in Titan choices – this includes Battle Titans and Warhound Packs, but not lone Warhounds – or the Ordinatus. This limitation includes any upgrades the Titans may take.

In addition to this, there are two types of each Battle Titan available – a Tactical Titan and a Support Titan. Weapon selection is different on these types of Titans, and is further detailed in section 2.0 of this document. In order to get access to a Support Titan, you must buy a Tactical Titan – however, they do not have to be of the same chassis, so you could buy a Tactical Warlord and a Support Reaver, for instance. Both Tactical and Support Titans still count as Core choices, however.

Thirdly, each Paladin Household you select as a *core* formation allows two *support* formations as normal. However, one of these choices may be used to take a *Knight Support* choice, allowing you access to units such as the Knights Lancer or Knights Castellan.

Finally, some units have access to various upgrades. Each of these upgrades may only be taken once *per formation*, and the cost of the upgrade is added to the cost of the formation.

1.1 – Army List

Adeptus Mechanicus Titan Legions Army List			
Adeptus Mechanicus Titan Legions have a strategy rating of 3. Adeptus Mechanicus Titan Legions formations and Imperial Navy aircraft formations have an initiative rating of 2+. Titans have an initiative rating of 1+.			
Core Formations			
<i>Formation</i>	<i>Unit</i>	<i>Upgrades</i>	<i>Cost</i>
Warlord Titan	1 Warlord Titan	Legate, Veteran Princeps, Carapace Multi-lasers, Sacred Icon, Devotional Bell	800pts
Reaver Titan	1 Reaver Titan	Veteran Princeps, Carapace Multi-lasers, Sacred Icon	600pts
Warhound Pack	2 Warhound Titans	Veteran Princeps	450pts
0-1 Ordinatus	1 Ordinatus Mars	Armageddon, Golgotha	400pts
Titan Escort	1 Skitarii Commander, 6 Skitarii units, plus 3 Field Guns ¹ and 7 Chimeras	Capitol Imperialis, Tech-Priest	450pts
Paladin Household	3 Knights Paladin	Command Knight, Baron	250pts
Support Formations			
<i>Two per Core Formation</i>			
Warhound Titan	1 Warhound Titan	Veteran Princeps	250pts
Cataphract Cohort	6 Leman Russ	None	350pts
Skitarii Platoon	6 Skitarii units and 3 Chimeras	Tech-Priest	200pts
Mobile Field Gun Battery	3 Field Guns ¹ and 3 Chimeras	None	175pts
Praetorian Combat Servitors ²	8 Praetorians	Chimeras, Tech-Priest	200pts
Flak Battery	3 Hydras	None	150pts
Scout Platoon	4 Sentinels	None	100pts
Knight Support Formations			
<i>1 per Paladin Formation</i>			
<i>Note: These choices come from the normal Support pool, further limited by the number of Paladins</i>			
Lancer Household	3 Knights Lancer	Lancer, Command Knight, Baron	250pts
Errant Household	3 Knights Errant	Errant, Command Knight, Baron	250pts
Crusader Household	3 Knights Crusader	None	500pts
Castellan Household	3 Knight Castellan	None	500pts
Adeptus Mechanicus Upgrades			
0-1 Legate	Add a Legate to the Titan		100pts
Veteran Princeps	Add a Veteran Princeps to the Titan		50pts
Carapace Multilasers	Add two Carapace Multilasers to the Titan		50pts
Sacred Icon	Mount a Sacred Icon on the Titan. May replace 1 weapon system instead of paying 50pts		50pts/Free
Devotional Bell	Replace two Carapace Weapons with a Devotional Bell		Free
Armageddon	Upgrade the Ordinatus to Ordinatus Armageddon		50pts
Golgotha	Upgrade the Ordinatus to Ordinatus Golgotha		100pts
Capitol Imperialis	Replace the formations Chimeras with a Capitol Imperialis		250pts
Tech-Priest	Add a Tech-Priest to any one unit in the formation		50pts
Chimeras	Add 4 Chimeras		100pts
Command Knight	Upgrade one Knight to be a Command Knight of that type		50pts
0-1 Baron	Add a Baron to the formation		200pts
Lancer	Add 3 Knights Lancer		250pts
Errant	Add 3 Knights Errant		250pts
Imperial Navy Aircraft			
0-1 Thunderbolts	2 Thunderbolts. May add 2 more Thunderbolts for +150pts		150pts

1 – Select one of the following units per Field Gun: Mole Mortar, Rapier Laser Destroyer, Tarantula, Thudd Gun

2 – Must be transported either in Chimeras or Corvus Assault Pod

2.0 – Adeptus Mechanicus Titan Legion Units

TITAN BASICS

There are two types of Titans used in this list. The first are Battle Titans. Battle Titans include the Warlord variants and the Reaper variants.

The second type are classed as Scout Titans. The Warhound is the only Scout Titan recorded as having fought on Armageddon. Battle Titans have more options and weapons to select from. Scout Titans have fewer options.

All Battle Titans can be classified into two broad types, as can be seen below.

Tactical: Generalist Titan. This is the workhorse of the Adeptus Titanicus. This titan is able to perform at various ranges and roles.

Tactical Warlord: One Tactical Weapon may be replaced with a weapon from the Support Weapon List. One Tactical Weapon may be replaced with a weapon from the Assault Weapon List

Tactical Reaper: One Tactical Weapon may be replaced with a weapon from the Support or Assault Weapon List.

Note: This is 0-1 weapon swap on a Tactical Reaper, not one of each weapons swaps

Support: Used for crashing through enemy lines in assaults or supporting attacks from the rear.

Support Warlord: **Up to three** weapons may be replaced by weapons from the Support or Assault Weapon Lists.

Support Reaper: **Up to two** weapons may be replaced by weapons from the Support or Assault Weapon Lists.

Titan Naming Conventions

Most legions give titans names that describe their type of weapon loads. For example, Warlords often use the following name variations. A *Nightgaunt* is a Warlord with two or more assault weapons. An *Eclipse* is a Warlord that has given up weapons in order to gain access to inspiring relics. A *Deathbringer* is the name commonly used for Tactical Warlord Titans, while a *Nemesis* Warlord has two or more Support Weapons.

Reaper Titans use similar name variations. *Hun* (Deathbringer), *Goth* (Nemesis), and *Vandal* (Eclipse) are examples.

2.1 – Titans

Each Titan has a number of weapon slots that are filled from the weapons lists below. There are two types of weapon slots - Carapace and Arm. Carapace Weapons have Fixed Forward fire arcs, whilst Arm weapons have Forward fire arcs. The number of each slot is noted in the Titan chassis description.

Warlord Titan

Type	Speed	Armour	Close Combat	Firefight
War Engine	15cm	4+	2+	3+
Weapon	Range	Firepower	Notes	
2 x Carapace Weapons	-	-	Fixed Forward Arc	
2 x Arm Weapons	-	-	Forward Arc	
Notes:	DC8; 6 Void Shields; <i>Critical:</i> The Warlord's plasma reactor has been damaged. Roll a D6 for the Warlord in the end phase of every turn: on a roll of a 1, the reactor explodes destroying the Warlord, on a roll of 2-3 the Warlord suffers 1 more point of damage, and on a roll of 4-6 the reactor is repaired and will cause no further trouble. If the reactor explodes, any units within 5cms of the Warlord will take a hit on a roll of 4+.			
	Fearless; Reinforced Armour; Walker; Thick Rear Armour. May step over units and impassable or dangerous terrain that is lower than the Titan's knees and up to 2cm wide			

Reaver Titan

Type	Speed	Armour	Close Combat	Firefight
War Engine	20cm	4+	3+	3+
Weapon	Range	Firepower	Notes	
1 x Carapace Weapons	-	-	Fixed Forward Arc	
2 x Arm Weapons	-	-	Forward Arc	
Notes:	DC6; 4 Void Shields; <i>Critical:</i> The Reaver's plasma reactor has been damaged. Roll a D6 for the Reaver in the end phase of every turn: on a roll of a 1, the reactor explodes destroying the Reaver, on a roll of 2-3 the Reaver suffers 1 more point of damage, and on a roll of 4-6 the reactor is repaired and will cause no further trouble. If the reactor explodes, any units within 5cms of the Reaver will take a hit on a roll of 4+.			
	Fearless; Reinforced Armour; Walker. May step over units and impassable or dangerous terrain that is lower than the Titan's knees and up to 2cm wide			

Warhound Titan

Type	Speed	Armour	Close Combat	Firefight
War Engine	30cm	5+	4+	4+
Weapon	Range	Firepower	Notes	
2 x Arm Weapons	-	-	Forward Arc	
Notes:	DC3; 2 Void Shields; <i>Critical</i> : The Warhound is caught off-balance and staggers. Move it D6cm in a random direction. If this move takes the Warhound into impassable terrain or another unit it cannot move over then it stops when it contacts the obstruction and suffers an extra point of damage. If it staggers into or over any units they will take a hit on a D6 roll of 6+ (normal saves apply).			
	Fearless; Reinforced Armour; Walker. May step over units and impassable or dangerous terrain that is lower than the Titan's knees and up to 2cm wide			

2.2 – Titan Weapons

All of the Titan Weapons have been classified into four types. Scout; shorter-ranged guns designed for the lighter Titan chassis; Assault: the weapons specialised for engaging the enemy in fire fights or even to physically rip them apart and crush them; Tactical: general-purpose weapons of various ranges; and Support: powerful, very destructive and typically long-ranged projectile and energy weapons.

Scout Weapons

Weapon	Range	Firepower	Notes
Inferno Gun	30cm	4BP	Ignore Cover
Plasma Blastgun	45cm	2xMW2+	Slow Fire
Warhound Turbolaser Destructor	45cm	4x AP5+ / AT3+	
Warhound Multiple Rocket Launcher	45cm	3BP	
Vulcan Mega-Bolter	45cm	4x AP3+ / AT5+	

Tactical Weapons

Weapon	Range	Firepower	Notes
Gatling Blaster	60cm	4x AP4+ / AT4+	
Melta Cannon	30cm And (15cm)	2 x MW3+ Small Arms	Titan Killer (D6) Titan Killer (1)
Multiple Rocket Launcher	60cm	3BP	
Plasma Cannon	60cm	4 x MW4+	Slow Fire
Turbolaser Destructor	60cm	4x AP5+ / AT3+	
Vulcan Mega Bolter	45cm	4x AP3+ / AT5+	

Assault Weapons – Must be mounted on an arm slot

Weapon	Range	Firepower	Notes
Chainfist	(Base Contact)	Assault Weapons	Extra Attacks (+5), MW
Corvus Assault Pod	(15cm)	Small Arms	Extra Attacks (+4), Transport (8), may transport 1 formation of Praetorians
Laser Burner	(15cm)	Small Arms	Extra Attacks(+4), MW, may be carapace mounted
Power Fist	(Base Contact)	Assault Weapons	Extra Attacks (+3), Titan Killer (D3)
Wrecker	(Base Contact)	Assault Weapons	Extra Attacks (+1), Titan Killer (D6), First Strike

Support Weapons – Barrage Missile Launcher and Warp Missile must be carapace mounted

Weapon	Range	Firepower	Notes
Barrage Missile	Unlimited	(1D6 + 3) BP	Single Shot
Plasma Destructor	90cm	4xMW3+	Slow Fire
Quake Cannon	90cm	2BP	Macro-Weapon
Volcano Cannon	90cm	MW2+	Titan Killer (D3)
Vortex Missile	Unlimited	MW3+	Single Shot, Titan Killer(D6), No LOF required

2.3 – Titan Upgrades

Legate

Type	Speed	Armour	Close Combat	Firefight
Character	n/a	n/a	n/a	n/a
Weapon	Range	Firepower	Notes	
Defense Turret	15 cm	Small Arms	MW, Extra Attacks (+1)	
Notes:	Supreme Commander			

Veteran Princeps

Type	Speed	Armour	Close Combat	Firefight
Character	n/a	n/a	n/a	n/a
Weapon	Range	Firepower	Notes	
-	-	-	-	
Notes:	Commander, Leader			

Carapace Multilasers

Type	Speed	Armour	Close Combat	Firefight
Upgrade	n/a	n/a	n/a	n/a
Weapon	Range	Firepower	Notes	
Carapace Multilasers	30cm	AP5+/AT6+/AA5+	-	
Notes:				

Sacred Icon

Type	Speed	Armour	Close Combat	Firefight
Upgrade	n/a	n/a	n/a	n/a
Weapon	Range	Firepower	Notes	
-	-	-	-	
Notes:	Adds <i>Inspiring</i> to Titan			

Devotional Bell

Type	Speed	Armour	Close Combat	Firefight
Upgrade	+5cm	n/a	n/a	n/a
Weapon	Range	Firepower	Notes	
-	-	-	-	
Notes:	Adds <i>Inspiring</i> , <i>Invulnerable Save</i> and <i>Leader</i> to the Titan			

2.4 – Skitarii and Equipment

Skitarii Commander

Type	Speed	Armour	Close Combat	Firefight
Infantry	15cm	6+	6+	5+
Weapon	Range	Firepower	Notes	
Lasguns	15cm	Small Arms		
Heavy Bolter	30cm	AP5+		
Notes:	Commander			

Tech-Priest

Type	Speed	Armour	Close Combat	Firefight
Character	n/a	n/a	n/a	n/a
Weapon	Range	Firepower	Notes	
Servo-Arms	Base Contact	Assault Weapons	MW, Extra Attacks (+1)	
Notes:	Fearless, Leader, Inspiring			

Skitarii

Type	Speed	Armour	Close Combat	Firefight
Infantry	15cm	6+	6+	5+
Weapon	Range	Firepower	Notes	
Lasguns	15cm	Small Arms		
Heavy Bolter	30cm	AP5+		
Notes:				

Praetorian Combat Servitors

Type	Speed	Armour	Close Combat	Firefight
Infantry	15cm	5+	5+	5+
Weapon	Range	Firepower	Notes	
Lasguns	15cm	Small Arms		
Chainsword	Base Contact	Assault Weapons		
Plasma Gun	15cm	AP5+ / AT5+		
Notes:	Fearless			

Mole Mortar

Type	Speed	Armour	Close Combat	Firefight
Infantry	15cm	-	-	5+
Weapon	Range	Firepower	Notes	
Mole Mortar	30cm	1BP	Indirect Fire	
Notes:				

Rapier Laser Destroyer

Type	Speed	Armour	Close Combat	Firefight
Infantry	10cm	-	-	5+
Weapon	Range	Firepower	Notes	
Rapier Laser Destroyer	45cm	AP6+ / AT4+	-	
Notes:				

Tarantula

Type	Speed	Armour	Close Combat	Firefight
Infantry	0cm	-	-	5+
Weapon	Range	Firepower	Notes	
Twin Heavy Bolter OR Twin Lascannon	30cm 45cm	AP4+ AT4+	-	
Notes:				

Thudd Gun

Type	Speed	Armour	Close Combat	Firefight
Infantry	10cm	-	-	5+
Weapon	Range	Firepower	Notes	
Thudd Gun	45cm	AP4+ / AT6+	Indirect Fire	
Notes:	Thudd Guns are allowed to use the <i>Indirect Fire</i> rules normally only allowed to units that fire barrages (see 1.9.8). All of the rules for <i>Indirect Fire</i> apply in full, including the rules for doubling the Thudd Gun's range when it fires indirectly.			

Capitol Imperialis

Type	Speed	Armour	Close Combat	Firefight
War Engine	10cm	4+	6+	5+
Weapon	Range	Firepower	Notes	
Behemoth Cannon	75cm	6BP	Indirect Fire, Forward Arc	
Battle Cannon	75cm	AP4+ / AT4+	Left Arc	
Battle Cannon	75cm	AP4+ / AT4+	Right Arc	
Automated Defenses	15cm	Small Arms AND Assault Weapons	First Strike	
Notes:	DC10, 5 Void Shields, Crit: Internal explosions cause an extra point of damage and inflict hits on D6 transported units (attacker's choice as to who is hit).			
	Supreme Commander, Reinforced Armour, Thick Rear Armour, Transport (20 Infantry. Field Guns take up 2 spaces)			

2.5 – Knights

Baron

Type	Speed	Armour	Close Combat	Firefight
War Engine	20cm	4+	3+	3+
Weapon	Range	Firepower	Notes	
Baron Cannon	45cm	2x AP4+ / AT4+		
Power Lance	(15cm)	Small Arms	Extra Attack (+1), MW, First Strike	
Shock Lance	(15cm)	Small Arms	Extra Attack (+1), First Strike	
Notes:	DC2; 1 Void Shield; Critical: The Baron's head is destroyed, killing the pilot. The Baron is destroyed.			
	Walker, Reinforced Armour, Thick Rear Armour, Commander, Inspiring, Fearless			

Command Knight

Type	Speed	Armour	Close Combat	Firefight
Character	n/a	n/a	n/a	n/a
Weapon	Range	Firepower	Notes	
-	-	-	-	
Notes:	Inspiring, Leader			

Knight Errant

Type	Speed	Armour	Close Combat	Firefight
War Engine	30cm	4+	3+	5+
Weapon	Range	Firepower	Notes	
Thermal Cannon	30cm And (15cm)	MW4+ And Small Arms	Extra Attack (+1), MW	
Power Gauntlet	Base Contact	Assault Weapon	Extra Attack (+1), MW	
Shock Lance	(15cm)	Small Arms	Extra Attack (+1), First Strike	
Notes:	Walker, Reinforced Armour, Invulnerable Save			

Knight Lancer

Type	Speed	Armour	Close Combat	Firefight
War Engine	30cm	4+	5+	3+
Weapon	Range	Firepower	Notes	
Knight Cannon	45cm	AP4+ / AT4+		
Power Lance	(15cm)	Small Arms	Extra Attack (+1), MW, First Strike	
Shock Lance	(15cm)	Small Arms	Extra Attack (+1), First Strike	
Notes:	Walker, Reinforced Armour, Invulnerable Save			

Knight Paladin

Type	Speed	Armour	Close Combat	Firefight
War Engine	20cm	4+	4+	4+
Weapon	Range	Firepower	Notes	
Knight Cannon	45cm	AP4+ / AT4+		
Autocannon	45cm	AP5+ / AT6+		
Heavy Chain Sword	Base Contact	Assault Weapon	Extra Attack (+1), MW	
Shock Lance	(15cm)	Small Arms	Extra Attack (+1), First Strike	
Notes:	DC1; 1 Void Shield			
	Walker, Reinforced Armour			

Knight Crusader

Type	Speed	Armour	Close Combat	Firefight
War Engine	15cm	4+	5+	4+
Weapon	Range	Firepower	Notes	
Quake Cannon	90cm	2BP	Macro Weapon	
Crusader Lascannon	45cm	2x AP6+ / AT4+		
Notes:	DC2; 1 Void Shield; Critical: The Crusader's head is destroyed, killing the pilot. The Crusader is destroyed.			
	Walker, Reinforced Armour, Thick Rear Armour			

Knight Castellan

Type	Speed	Armour	Close Combat	Firefight
War Engine	15cm	4+	5+	4+
Weapon	Range	Firepower	Notes	
Quake Cannon	90cm	2BP	Macro Weapon	
Gatling Autocannon	45cm	2x AP4+ / AT6+		
Notes:	DC2; 1 Void Shield; Critical: The Castellan’s head is destroyed, killing the pilot. The Castellan is destroyed.			
	Walker, Reinforced Armour, Thick Rear Armour			

2.6 – The Ordinatus

The Ordinatus are detailed in two sections – the chassis, which is common to each variant, and the main gun, which varies. When upgrading Ordinatus Mars, the new weapon replaces the Mars' Sonic Disruptor.

Ordinatus Chassis

Type	Speed	Armour	Close Combat	Firefight
War Engine	10cm	4+	6+	5+
Weapon	Range	Firepower	Notes	
2 x Lascannon	45cm	AT5+		
Notes:	DC3; 6 Void Shields; Critical: Ordinatus's plasma reactor has been breached. Roll a d6 in the end phase. On a 1, the reactor explodes, destroying the Ordinatus. On a 2-3 Ordinatus suffers 1 more point of damage. On a 4-6, the breach is repaired.			
	Thick Rear Armour, Inspiring			

Ordinatus Mars

Type	Speed	Armour	Close Combat	Firefight
Upgrade	n/a	n/a	n/a	n/a
Weapon	Range	Firepower	Notes	
Sonic Disruptor	100cm	10BP	Ignore Cover, Disrupt, Fixed Forward	
Notes:				

Ordinatus Armageddon

Type	Speed	Armour	Close Combat	Firefight
Upgrade	n/a	n/a	n/a	n/a
Weapon	Range	Firepower	Notes	
Nova Cannon	100cm	4 x MW3+	Titan Killer (D3), Fixed Forward	
Notes:				

Ordinatus Golgotha

Type	Speed	Armour	Close Combat	Firefight
Upgrade	n/a	n/a	n/a	n/a
Weapon	Range	Firepower	Notes	
6 x Hellfire Missiles	Unlimited	4BP	Macro-Weapon, Single Shot, Ignore Cover, Indirect Fire	
Notes:				

2.7 – Shared Imperial Units

Chimera

Type	Speed	Armour	Close Combat	Firefight
Armoured Vehicle	30cm	5+	6+	5+
Weapon	Range	Firepower	Notes	
Multilaser	30cm	AP5+ / AT6+	-	
Heavy Bolter	30cm	AP5+	-	
Notes:	Transport (may carry one Field Gun OR any two of the following units: Skitarii infantry, Skitarii Commander, Praetorian)			

Hydra

Type	Speed	Armour	Close Combat	Firefight
Armoured Vehicle	30cm	6+	6+	5+
Weapon	Range	Firepower	Notes	
2x Twin Hydra Autocannon	45cm	AP4+ / AT5+ / AA5+		
Heavy Bolter	30cm	AP5+		
Notes:				

Leman Russ

Type	Speed	Armour	Close Combat	Firefight
Armoured Vehicle	20cm	4+	6+	4+
Weapon	Range	Firepower	Notes	
Battle Cannon	75cm	AP4+ / AT4+		
Lascannon	45cm	AT5+		
2x Heavy Bolter	30cm	AP5+		
Notes:	Reinforced Armour			

Sentinel

Type	Speed	Armour	Close Combat	Firefight
Light Vehicle	20cm	6+	6+	5+
Weapon	Range	Firepower	Notes	
Multilaser	30cm	AP5+ / AT6+		
Notes:	Walker, Scout			

2.8 – Imperial Navy

Thunderbolt Fighter

Type	Speed	Armour	Close Combat	Firefight
Aircraft	Fighter/Bomber	6+	n/a	n/a
Weapon	Range	Firepower	Notes	
Storm Bolters	45cm	AP4+ / AA5+	Fixed Forward Arc	
Multilaser	30cm	AP5+ / AT6+ / AA5+	Fixed Forward Arc	
Underwing Rockets	30cm	AT4+	Fixed Forward Arc	
Notes:				

3.0 – Titan Templates

Keeping track of what weapons your titan has can be tricky in during the heat of battle, so these templates have been created to help with that. Simply note in the boxes what weapons your titan has, and to keep track of how many hits and/or void shields your Titan has left.

Warlord

Titan Name:					
Void Shields:		6		Damage Capacity	8
Type		Speed	Armour	Close Combat	Firefight
War Engine		15cm	4+	2+	3+
Mount	Weapon	Range	Firepower	Notes	
Carapace 1				Fixed Forward Arc	
Carapace 2				Fixed Forward Arc	
Arm 1				Forward Arc	
Arm 2				Forward Arc	
Notes:		<i>Critical:</i> The Warlord's plasma reactor has been damaged. Roll a D6 for the Warlord in the end phase of every turn: on a roll of a 1, the reactor explodes destroying the Warlord, on a roll of 2-3 the Warlord suffers 1 more point of damage, and on a roll of 4-6 the reactor is repaired and will cause no further trouble. If the reactor explodes, any units within 5cms of the Warlord will take a hit on a roll of 4+.			
		Fearless; Reinforced Armour; Walker; Thick Rear Armour. May step over units and impassable or dangerous terrain that is lower than the Titan's knees and up to 2cm wide			

Reaver

Titan Name:					
Void Shields:	4		Damage Capacity	6	
Type		Speed	Armour	Close Combat	Firefight
War Engine		20cm	4+	3+	3+
Mount	Weapon	Range	Firepower	Notes	
Carapace 1				Fixed Forward Arc	
Arm 1				Forward Arc	
Arm 2				Forward Arc	
Notes:		<i>Critical:</i> The Reaver's plasma reactor has been damaged. Roll a D6 for the Reaver in the end phase of every turn: on a roll of a 1, the reactor explodes destroying the Reaver, on a roll of 2-3 the Reaver suffers 1 more point of damage, and on a roll of 4-6 the reactor is repaired and will cause no further trouble. If the reactor explodes, any units within 5cms of the Reaver will take a hit on a roll of 4+. Fearless; Reinforced Armour; Walker; Thick Rear Armour. May step over units and impassable or dangerous terrain that is lower than the Titan's knees and up to 2cm wide			

Warhound

Titan Name:						
Void Shields:		2		Damage Capacity	3	
Type			Speed	Armour	Close Combat	Firefight
War Engine			30cm	5+	4+	4+
Mount	Weapon	Range	Firepower	Notes		
Arm 1				Forward Arc		
Arm 2				Forward Arc		
Notes:			<i>Critical:</i> The Warhound is caught off-balance and staggers. Move it D6cm in a random direction. If this move takes the Warhound into impassable terrain or another unit it cannot move over then it stops when it contacts the obstruction and suffers an extra point of damage. If it staggers into or over any units they will take a hit on a D6 roll of 6+ (normal saves apply). Fearless; Reinforced Armour; Walker. May step over units and impassable or dangerous terrain that is lower than the Titan’s knees and up to 2cm wide			